

SESSION INFORMATIONA. TARGET DATA:

Task/Target No. : 91-21
Session No. : 1

B. PERSONNEL DATA:

Source No. : 018
Monitor's No. :
Beacon/Sender No. :

C. SESSION DATA:

Date Task Received : 23 NOV 91
Session Date : 27 NOV 91
Start Time : 0420
Stop Time : 0439
Method used : CRV
Aids/Distractions (PIs) : None
Pre-session hunches (AVs) : None
Date Summary Returned : 02 DEC 91

D. EVALUATION DATA:

Viewer's Estimate : Low
Evaluator's Estimate :

E. SESSION SUMMARY:

1. The site is a land/water interface. _____
2. The land portion is notably soft and black with objects surrounding which are tall and green.
The land slopes to one side. _____
3. There is some activity at the site which is non-rythmic (irregular) and which produces clicking sounds whistling sounds and "umph"-ing sounds like a person working _____

0420
HOME
SOLCO

P.L. NONE

A.U. NONE

91-21

A: across
run
soft
S:

91-21

miss back.

91-21

B: across
run
hard
soft.

D: water

91-21

D: back + forth
down
JAGGED
hard
natural

B: hard

91-21

A: ACROSS
ROUND
"WET" FS02

SOFT

B: LAND

S2: SOFT
MUSLY FEEL
BLACK
PLAIN
NO SOY

FOR DUCK
SWAMP.

FOR DUCK
SILTY mud

FOR DUCK
UNDER WATER

FOR DUCK
LAST SITE WAS
UNDER WATER - DUCKS
OF THIS ISLAND TOO
ARE ITCHY

FOR DUCK
I KNOW BOTTOM
THAN THAT KIND
OF THINKING!
WHY DO I SEE
IT?

(3)

91-21

A: across

SOFT

HARD

FIRM

D: land

SZ: DARK BLACK

SOFT

FOR M
FROSTY ground
LAND

SZ:
~~green~~

TALL
SOUND UNDULATE (56)

U/I SOUND
CLICKING
WITH STRIKE
NOT PRESSED
RANDOM

FOR DARK
FROSTY w/rough
TEXTURE

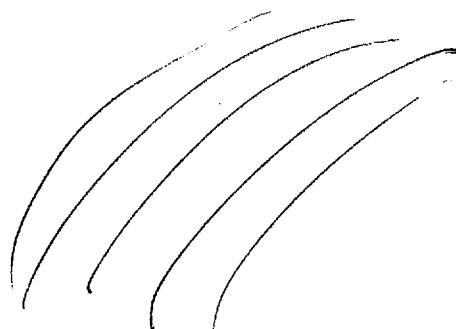
FOR DARK
FISH SOUNDS

(4)

SZ: ROUNDED
FLATTENED
SCORPIDE



LL BB SD
nows



AN MK
POWERED FILTER

AN MK
CLAM SHELL

(DURING ANS)

(5)

S2: BLACK
GUNSMOKE
LENSY
FLASH OF BULLET ROD

AIR BUNK
BRITISH SOLUTIONS
COAT

S2: "umph"-ing sound

INTONATION Summary:

(S1): SITE IS A LAND/WATER INTERFACE.

(S2): THE LAND PORTION IS NOTABLY SOFT AND BLACK w/ TALL, GREEN OBJECTS SURROUNDING IT. IT SLOPES TO ONE SIDE. THERE IS SOME IRREGULAR ACTIVITY GOING ON AT THE SITE WHICH PRODUCES CLICKING SOUNDS, WHISTLING, AND "umph"-ing SOUNDS.